

PlayStation®2



ACE COMBAT™ SQUADRON LEADER



namco®



COMPUTER
ENTERTAINMENT®

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

SCES-52424/ANZ

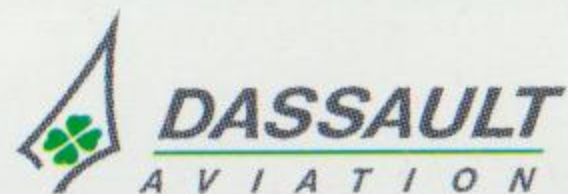
1 Player • Memory Card (8MB) (for PlayStation®2) : 64KB minimum • Analog Control Compatible: all buttons

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BAE SYSTEMS



ENGLISH

SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Check that the I/⏻ indicator on the front of the console is lit up red. Press the I/⏻/RESET button and the I/⏻ indicator will light up green.

Press the △ button on the console front to open the disc cover and place the **ACE COMBAT™: SQUADRON LEADER** disc in the disc holder with the label side facing upwards. Press lightly until the disc clicks into place. Close the disc cover by pressing firmly until you hear a click. **ACE COMBAT™: SQUADRON LEADER** will then commence loading.

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game.

Owners of SCPH-30000 and SCPH-50000 series PlayStation®2 consoles should refer to the setup instructions supplied with the console.

NOTE: before commencing play, it is recommended to select your preferred language from the console's System Configuration menu. Choose either English, French, German, Spanish or Italian.

MEMORY CARD (8MB) (for PlayStation®2)

PLEASE NOTE: throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2) - (SCPH-10020 E). Memory Cards (product code SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your console. You can load saved game data from the same Memory Card or any Memory Card containing previously saved games. Make sure there is enough free space on your Memory Card before commencing play.

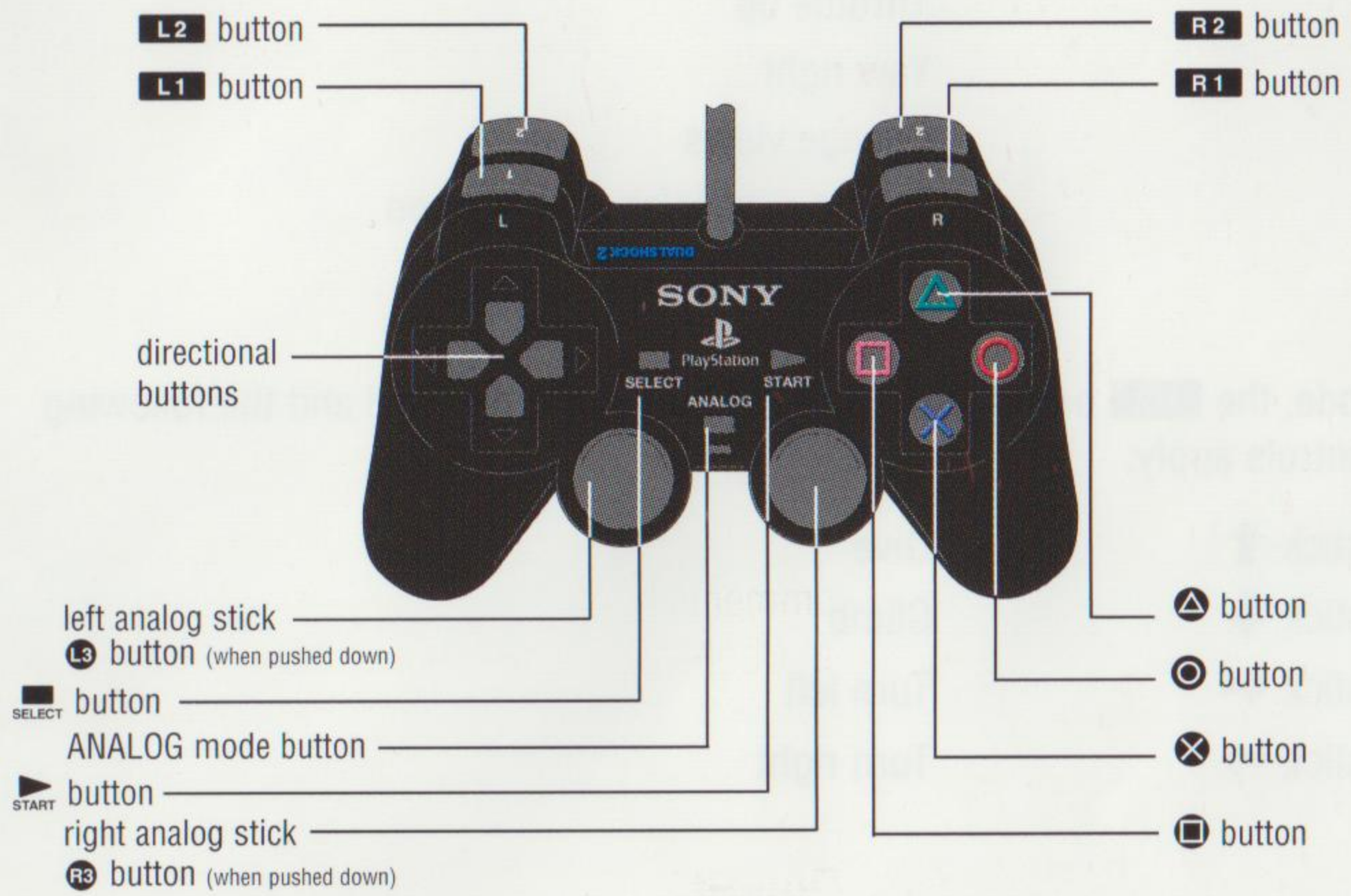
DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the left analog stick, unless stated otherwise. The Analog Controller (DUALSHOCK®2) will default to ANALOG mode (indicator: red) upon boot up.



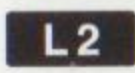
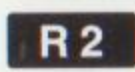
DEFAULT CONTROLS

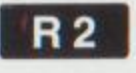
NOTE: **ACE COMBAT™: SQUADRON LEADER** can only be played with an Analog Controller (DUALSHOCK®2) in controller port 1. The vibration function of your Analog Controller (DUALSHOCK®2) can be turned on/off in the Game Settings Menu, located in the Options Menu.



There are two controller modes for piloting your aircraft: Normal and Novice. The default option is set to Normal Mode. You can switch controller modes in the Game Settings Menu, located in the Options Menu.

- | | |
|---------------------|--|
| ↑ | Order wingmen to attack |
| ↓ | Order wingmen to provide cover |
| ← | Order wingmen to disperse |
| → | Permit/prohibit wingmen from using special weapons |
| left analog stick ↑ | Pitch down |
| left analog stick ↓ | Pitch up |
| left analog stick ← | Roll left |
| left analog stick → | Roll right |
| right analog stick | Move camera |
| ○ button | Fire missile/special weapon |
| ○ button (hold) | Track missile |
| × button | Fire machine gun |

 button	Change targets
 button (hold)	Track target
 button	Display map (press the  button down to magnify)
 button	Throttle down
 button	Yaw left
 button	Throttle up
 button	Yaw right
 button	Change views
 button	Toggle missile/special weapon
 button	Display Pause Menu

In Novice Mode, the  button and the  button are disabled and the following additional controls apply:

Left analog stick 	Dive
Left analog stick 	Climb
Left analog stick 	Turn left
Left analog stick 	Turn right

MAIN MENU

CAMPAIGN

Follow the story of **ACE COMBAT™: SQUADRON LEADER**.

ARCADE

Aim for high scores by shooting down specified numbers of enemies within the set time limits.

OPTIONS

GAME SETTINGS

Change on-screen displays and the controls used in missions.

SOUND SETTINGS

Adjust the music and sound effects settings.



Dolby, Pro Logic and the double-D symbol are trademarks of Dolby Laboratories.

DISPLAY SETTINGS

Modify screen position, brightness and other screen settings.

SUBTITLES

Turn the in-game subtitles on or off.

SAVING GAMES

Progress can be saved either on the Campaign Mode Screen or on the pre-mission Action Select Screen. To save game data, a Memory Card must be inserted into MEMORY CARD slot 1 before commencing play.

GAMESCREENS

NOTE: screen elements differ depending on the game mode.

MISSION SCREEN

Use the **R3** button to toggle between the three in-flight viewpoints: HUD, Cockpit or 3rd Person View.



HUD VIEW

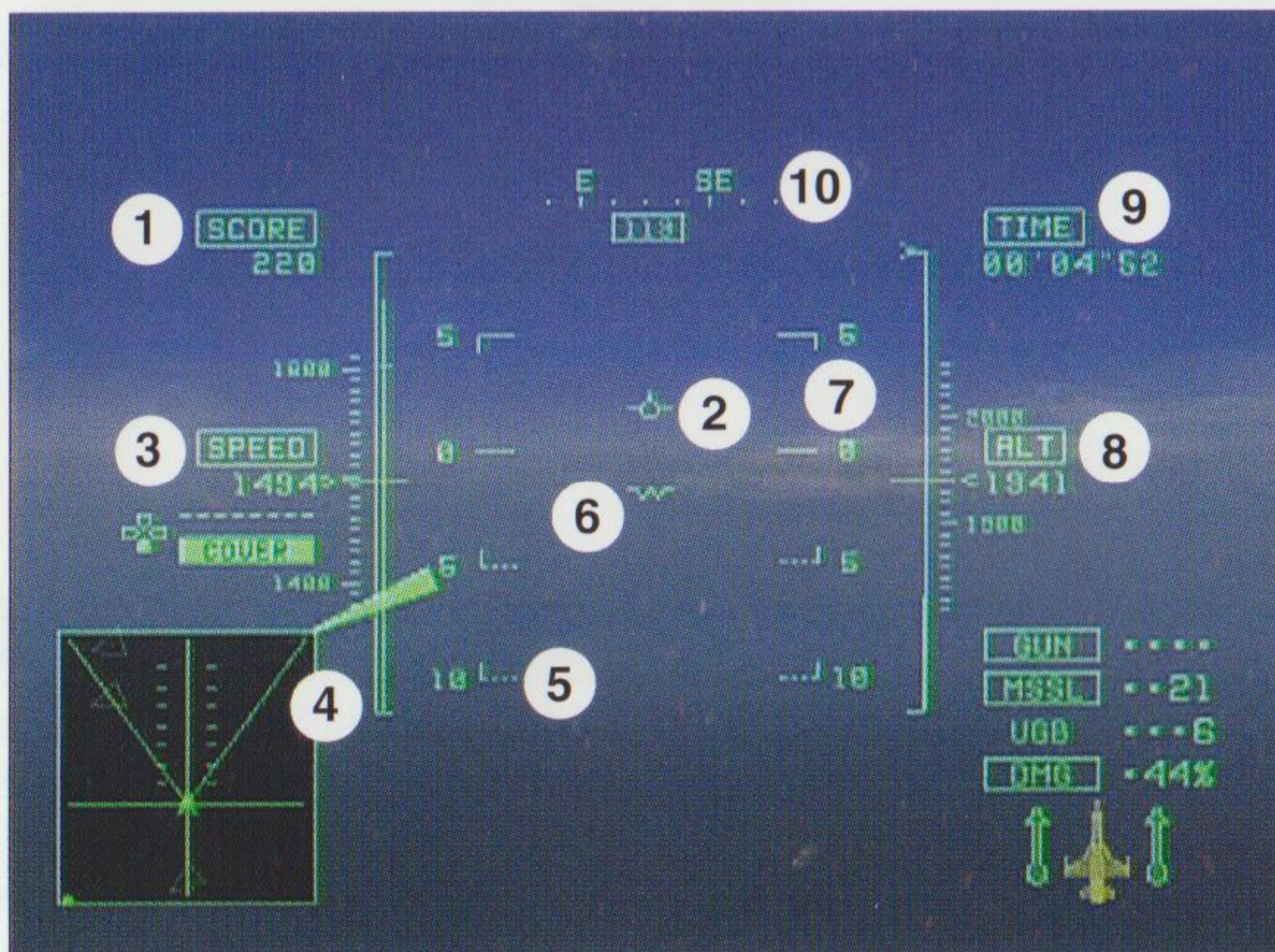


COCKPIT VIEW



3RD PERSON VIEW

MISSION SCREEN UNDER NORMAL CONDITIONS



1 Current Score/Clear Score

Current Score represents your battle results, and increases each time you defeat an enemy. Clear Score shows the points required to clear a mission, and is not displayed on some stages.

2 Velocity Vector

This mark predicts your aircraft's future position.

3 Airspeed

Your aircraft's speed is displayed in miles per hour. The unit can be changed to kilometres per hour via the Options Menu.

4 Engine Throttle

Displays the engine's current output.

5 Pitch Scale

Your aircraft's angle is displayed in five different degrees parallel to the horizon. Negative angles are displayed by dotted lines.

6 Whiskey Mark

Always displayed in the centre of the screen, this mark indicates your aircraft's lateral tilt.

7 Distance Scale

The arrow indicates your distance to enemies, and drops as you approach them. The thick bar indicates your missile firing range. Enemies can be locked on to when the arrow enters the bar.

8 Altitude

Your aircraft's altitude is displayed in feet, but the unit of measurement can be changed to metres via the Options Menu.

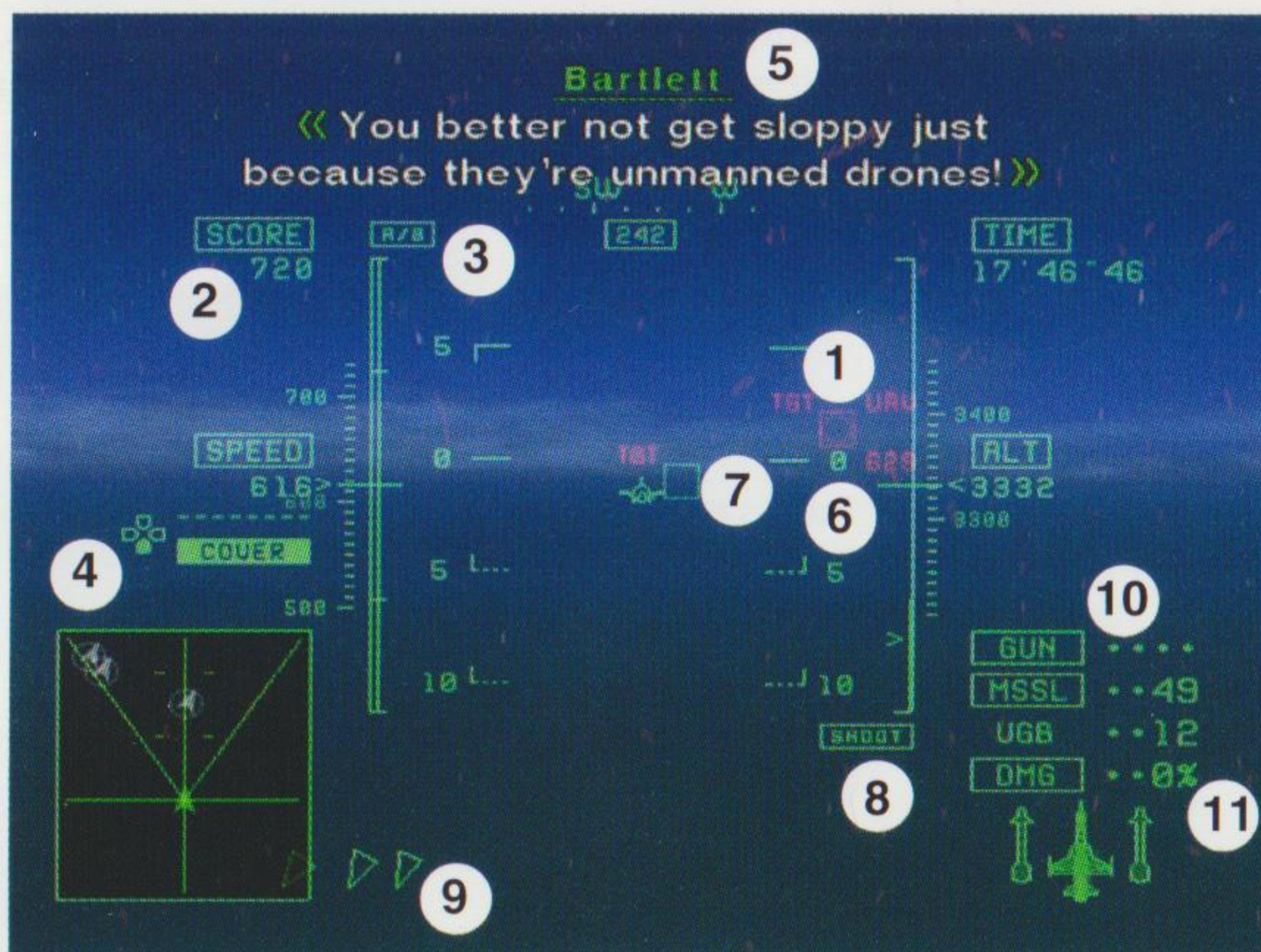
9 Remaining Time

Displays the amount of time remaining in the mission.

10 Heading

Displays the direction in which your aircraft is heading.

OBJECTS THAT APPEAR UNDER CERTAIN CONDITIONS



1 Missile Seeker

The Missile Seeker is a sight that locks missiles onto targets. It is displayed when you approach within a certain range of a target.

2 Target Data

Displays data of destroyed targets.

3 A/B

The afterburner is displayed when your plane has reached its maximum rate of acceleration.

4 Wingman Command

Appears when orders are being sent to wingmen in Campaign Mode.

5 Communications Window

Blue coloured messages are from allies, green are from wingmen and red are from enemies.

6 Distance to enemy

7 Target Container

Displays the distance and type of on-screen targets.

- Lock On

Red square

- Air Enemies

Green squares

- Wingmen

Green squares with X marks

- Special Attention Containers

Enclosed in containers

- Surface Enemies

Green hexagons

- Allies

Blue squares

- Pursued Enemies

Light blue marks in containers

8 Shoot

Displays the optimal position for launching a missile attack.

9 Wingmen Locator

Displays the direction in which wingmen are travelling.

10 Remaining Ammunition

Displays the remaining amounts of bullets, missiles and special weapons respectively from top to bottom.

11 Damage

The amount of damage your aircraft has sustained. This amount increases when you are hit by enemy fire, and your plane is shot down when it reaches 100%. Each time your aircraft sustains damage, the colour of the fuselage shown at the bottom of the screen changes from green to yellow to red to flashing red.

SEARCH RADAR AND AREA MAP

The search radar changes between three search area sizes, depending on the distance to enemies. Friendly and hostile aircraft are also distinguished by their colours, as detailed in the accompanying chart. Press the  button to toggle between the search radar and the area map, and hold down the  button to change the map size.

1 Cone

Enemies can be seen on screen when they enter this area.

2 Combat Zone Border

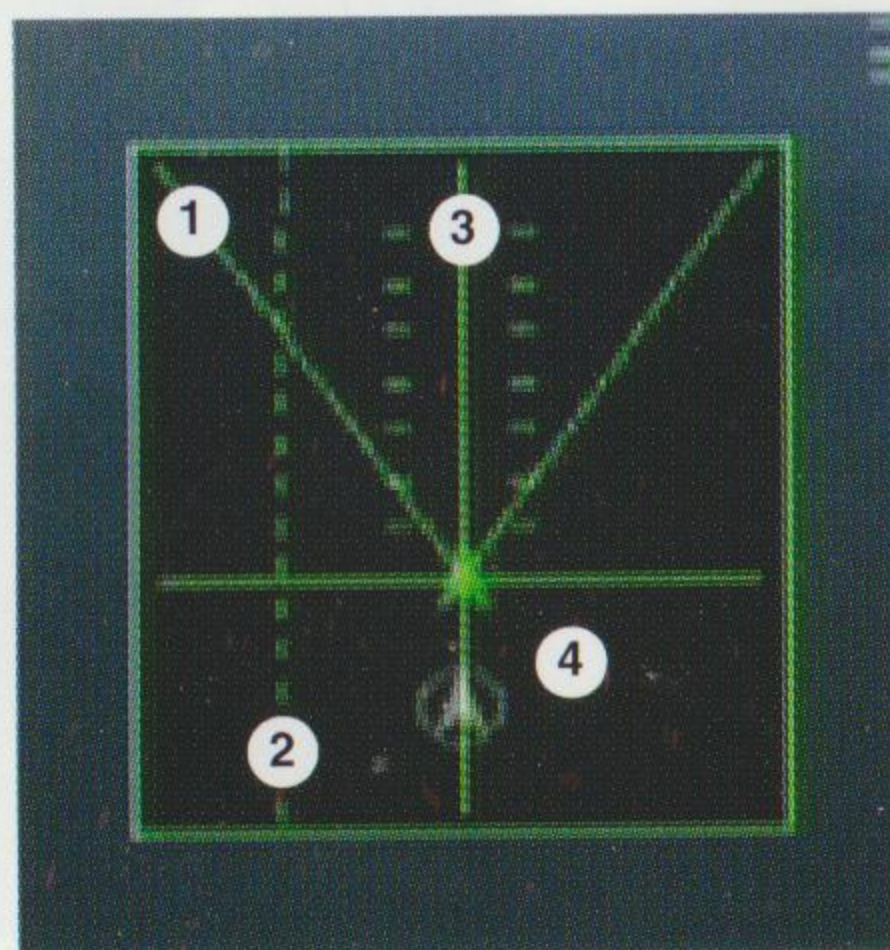
The mission fails if you cross the white dotted line.

3 Axis

The axis always faces in the same direction as the nose of the plane.

4 Special Attention Container

Appears on targets of particular importance.



CAMPAIGN MODE

NEW GAME

Before jumping into the cockpit for the first time, every fighter pilot must take two tough decisions. Firstly, select the control type and choose either Normal Mode or Novice Mode, and press the  button to confirm. Secondly, choose one of four mission difficulty levels: VERY EASY, EASY, NORMAL or HARD, and press the  button to confirm.

CONTINUE

Available once previously saved data is loaded from Memory Card, this option allows you to continue a game from the point where it was last saved.

TUTORIAL

Learn how to operate your aircraft and the basic rules of engagement. There are fourteen lessons, ranging from basic training to wingman drills.

SAVE

Save game data to Memory Card. A Memory Card with enough free space must be inserted into MEMORY CARD slot 1 before attempting to save game data.

LOAD

Load game data that has been saved to Memory Card.

FLIGHT DATA

View the available aircraft and squadron data.

GALLERY

Medals

View medals awarded during missions.

Timeline

View a timeline reflecting mission stories.

OBTAINING NEW PLANES

Each aircraft is assigned a Kill Rate that increases when you shoot down an enemy in a mission. When a plane's Kill Rate Gauge is full, a new plane in the same branch will appear and can be purchased. Depending on the mission, new planes may become available for purchase upon completion.

OPTIONS

Change various game settings or return to the Title Screen.

AIRCRAFT SELECTION

Select an aircraft to use in a mission with the directional button or the left analog stick and confirm your selection with the **X** button. After you have selected your aircraft, choose aircraft for your wingmen in the same manner. Once you have made your selections, the mission will begin.

Press the **L1** button or the **R1** button to access the Quick Select Screen. Press the **□** button to access the Display Mode. Press the **△** button at any time to go back and change your selection.

SQUADRON BALANCE GAUGE

This gauge, which changes depending on the planes selected on the Aircraft Selection Screen, shows the air-to-air and air-to-ground attack capabilities of your squadron. The Optimal Balance Line predicts the ideal air-to-air and air-to-ground attack capabilities necessary for the mission. Your wingmen will warn you if this value is not met when you try to take off, but you are free to ignore their warnings.



- 1 Air-to-Air Attack Capability
- 2 Air-to-Ground Attack Capability
- 3 Optimal Balance Line

QUICK SELECT

The Quick Select screen displays a list of aircraft currently in your possession. Choose an aircraft and press the **X** button to confirm. Press the **△** button to cancel, press the **○** button to show descriptions of the aircraft and its special weapons, and press the **SELECT** button to choose the aircraft's colour. Aircraft colours can only be selected when you possess multiple colours. Press the **□** button to access the Display Mode, or return to the Aircraft Selection Screen by pressing the **L1** button or the **R1** button.



- 1 List of aircraft possessed
- 2 Pilot and aircraft selected
- 3 Squadron Balance Gauge

DISPLAY MODE

In this mode you can move the camera while viewing aircraft you possess. Move the camera with the left analog stick and adjust the view with the right analog stick. Press the **△** button to zoom in and press the **X** button to zoom out. Press the **□** button to return to the Aircraft Selection Screen.

BRIEFING

Various preparations must be made before departing on a sortie. Review the mission details and choose an aircraft that is ideal for the number and types of enemies, your targets and the terrain, and consider the balance in combat power of your squadron.

DETAILED MAP

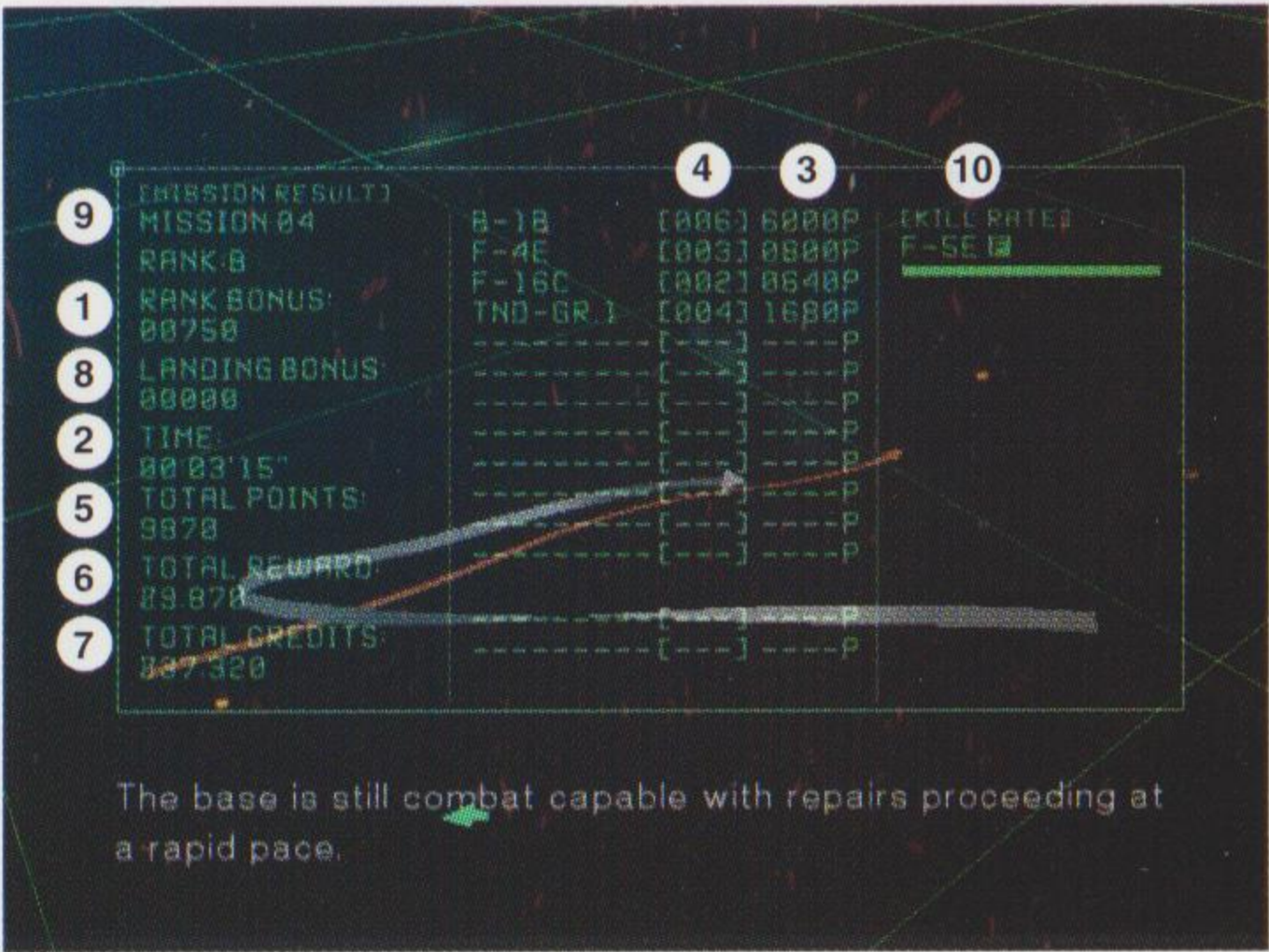
View details on each mission area.



DEBRIEFING SCREEN

Upon clearing an assignment, a replay of the mission can be viewed in Replay Mode, following which the Debriefing Screen will be displayed.

- 1 Rank and bonus**
Rank changes from C to B to A to S depending on the clear contents. Remuneration can be received depending on rank
- 2 Time elapsed during the mission**
- 3 Points earned/Clear points**
- 4 Number of enemies defeated**
- 5 Total points**
- 6 Total reward**
- 7 Total credits**
- 8 Landing/Takeoff bonus**
- 9 Mission number**
- 10 Kill rate**



CAMPAIGN MODE RULES

In Campaign Mode, you control your aircraft and direct wingmen in your squadron as you take part in a series of missions that follow a storyline. As you clear missions, you are remunerated based on your aircraft's Kill Rates and your battle results, which enables you to obtain stronger aircraft and eventually clear the game. The following section explains the basic rules in Campaign Mode.

Mission Clear Conditions*

- Obtain the specified amount of points within the time limit.
- Destroy specific targets.

Game Over Conditions

- Damage level reaches 100%.
- Crash into ground/sea.
- Leave combat area during mission.
- Fail to complete mission within time limit.
- Fail to achieve mission objectives.

Takeoff, Landing and In-Flight Refuelling

Takeoffs, landings and in-flight refuelling all occur under certain circumstances during missions. They can be attempted an unlimited number of times, and battle results and mission time limits are unaffected by your success or failure. To skip these events, press the  button.

*Clear conditions change depending on the mission.

MISSION FAILURE

If one of the above game over conditions is met, the mission is failed and a selection screen will be displayed. Press **↑** or **↓** to select “RETRY” to attempt the mission again or “QUIT MISSION” to end the mission. Press the **ⓧ** button to confirm.

CAMPAIGN MODE PAUSE MENU

Return to Game

Exit the Pause Menu and return to the action.

Replay

View a replay of the last few seconds. Press the **▶** START button to return to the Pause Menu.

Retry

Attempt the mission again from the beginning.

Quit Mission

Quit the current mission.

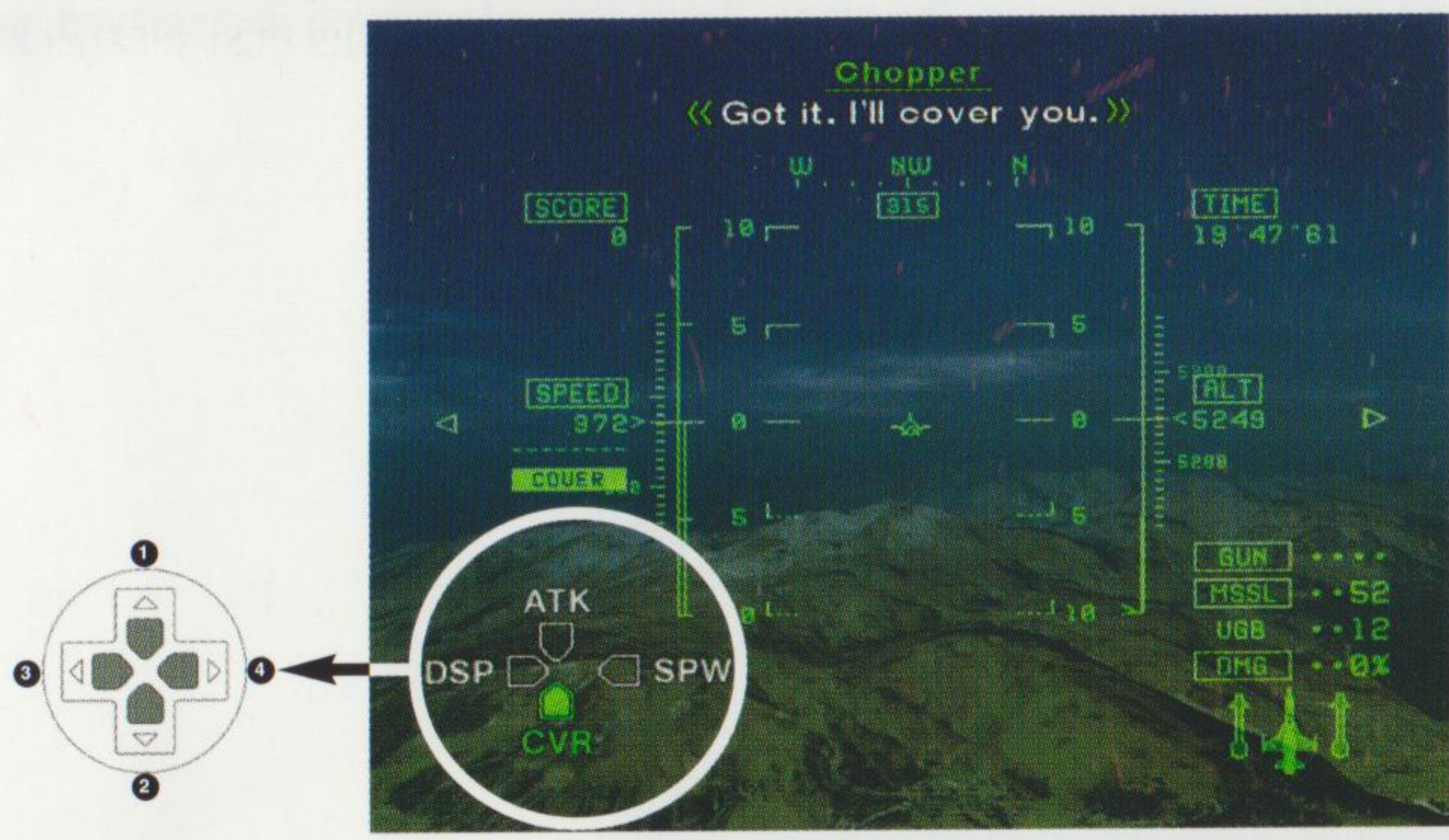
In-Game Options

Change the control type to either “NORMAL” or “NOVICE” and change the HUD display settings for Wingman Command to either “SHOW” or “HIDE”.



WINGMAN COMMAND

In Campaign Mode, three wingmen accompany you when you fly, forming your squadron.



- 1 Attack**
Press **↑** to order your wingmen to attack an enemy in front of you. Position an enemy in front of you and issue this command to effectively ensure its demise.
- 2 Cover**
Press **↓** to order your wingmen to protect you from enemies and anti-aircraft fire. They will prioritise enemy planes on your tail, allowing you to concentrate on the target you are attacking.
- 3 Disperse**
Press **←** to order your wingmen to break formation and engage enemies in the vicinity at will. This command is effective when numerous enemies litter the sky around you.
- 4 Special weapon permitted/prohibited**
Press **→** once to permit your wingmen to use special weapons, and press it again to prohibit them from using special weapons

YES/NO RESPONSE

Wingmen will sometimes request permission or ask a question during missions. A “YES” and “NO” reply choice will appear in the command field. Press the **←** or **→** directional buttons to select either “YES” if you approve or agree, or “NO” to deny or disagree. If you do not press either directional button, it will be considered a reply of silence.

ARCADE MODE

This is a score attack mode, in which specified numbers of enemies must be shot down within the allotted time. Beginners can attempt to clear all the stages, while advanced players can aim for high scores. Only the F/A-22A Mobius 1 aircraft can be selected in Arcade Mode.

BRANCHES

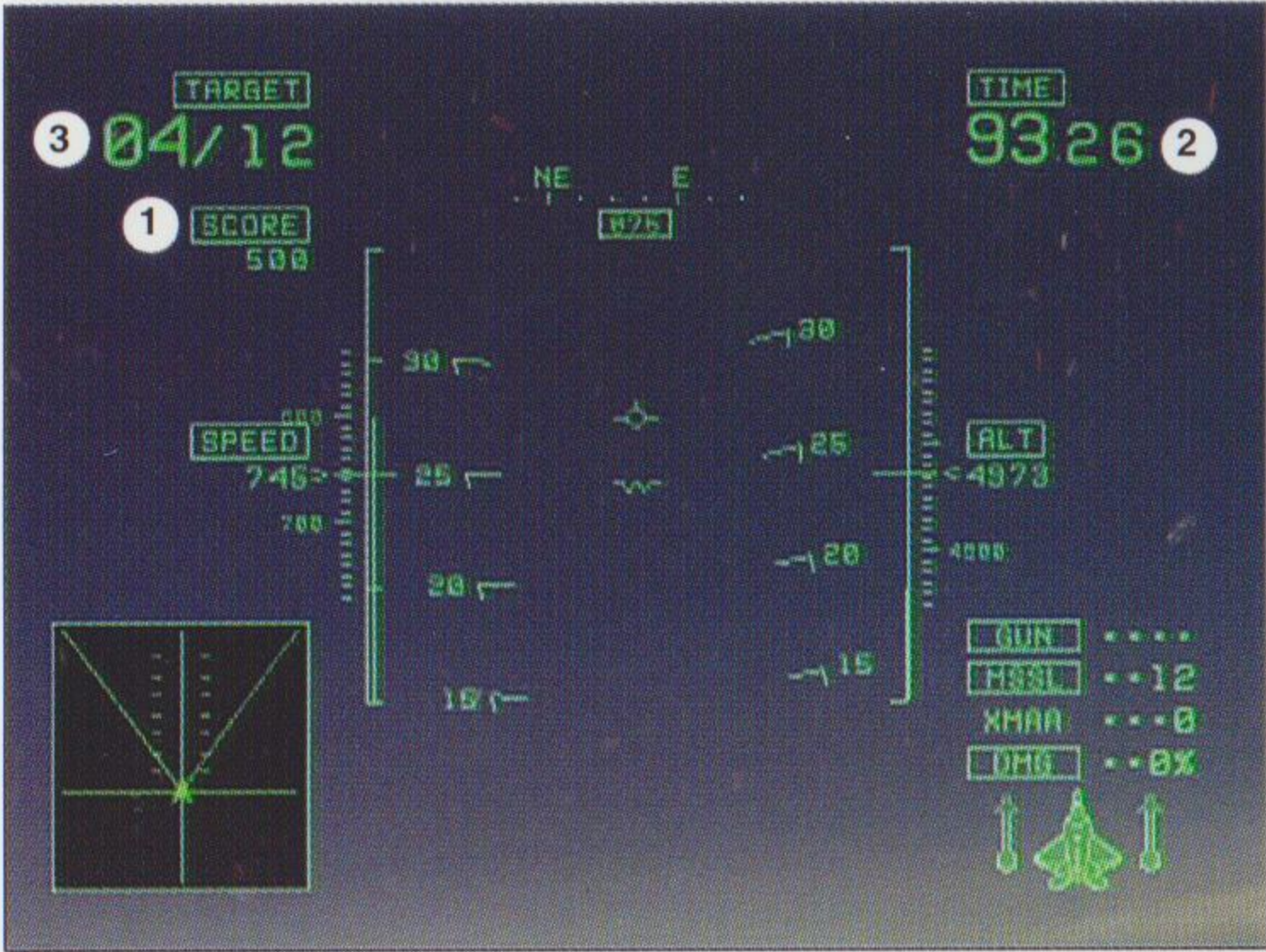
As you advance in the game, you will sometimes be faced with two separate routes in the Stage Progress Screen. Press **↑** or **↓** to choose a stage and press the **×** button to confirm. The higher positioned stages on the tree diagram are at an easier difficulty level, while the lower positioned stages are more difficult.

START STAGE

After selecting a stage, the Start Stage Screen will be displayed, showing the number of enemies that must be destroyed to clear the stage. While this information is displayed, your aircraft can not be controlled until it disappears.

MISSION SCREEN

Some elements differ from the Mission Screen in Campaign Mode.



- 1 Score
- 2 Remaining time
- 3 Planes destroyed/Number of planes that must be destroyed to clear the mission

MARKS



Score Mark: Number

Points that can be received by shooting down these enemies are displayed.



Bonus Missile Mark: M

The amount of missiles in your arsenal increases when these enemies are shot down. They appear as the letter "M" on the Search Radar.



Bonus Special Weapon Mark: S

The amount of special weapons in your arsenal increases when these enemies are shot down. They appear as the letter "S" on the Search Radar.

Basic screen elements are identical to Campaign Mode, but there are some items unique to Arcade Mode.



ARCADE MODE RULES

Each stage is cleared when you destroy the required amount of enemies within that stage's time limit. If you cannot shoot down the required amount of enemies within the time limit, or if your plane is shot down, you fail the mission and the game is over.

Time Limits

The remaining time starts counting down once the mission begins. Each time an enemy is destroyed, time is added to the clock. The amount of time added is the same regardless of the type of enemy shot down. Any time remaining on the clock when a mission ends cannot be carried over to the next mission.

Restoring Weapons

When enemies that replenish weapons are destroyed, extra missiles and special weapons are added to your arsenal. The machine gun has an unlimited amount of ammunition.

Score

Each time you shoot down an enemy, the amount of points assigned to that enemy is added to your score. Any time remaining upon clearing a mission is also converted to points and added to your score on the Results Screen.

Results Screen

When a mission is cleared, the score earned on that stage will be displayed. Points received by shooting down planes are added to points received from the remaining time for a Total Score. The Ranking Gauge rises depending on the score obtained, and the rank earned is displayed.

ARCADE MODE PAUSE MENU

Return to Game

Exit the Pause Menu and return to the game.

Retry

Attempt the stage again from the beginning.

Quit Mission

Quit game and return to the Title Screen.

Customer Service Numbers

POWERLINE

FOR GAME HELP

• **Australia** ————— **1300 365 911*** ————— **1 902 262 662***
 *(Calls charged at local rate.) *(Calls charged at \$2.48 per/min. inc. GST. Get parents' OK to call.)

• **Österreich** ————— **0820 44 45 40**** ————— **0900 24 12 50***
 ** (0,116 Euro/Minute.) *(0,676Euro/Minute.)

• **Belgique/België/Belgien** ————— **011 516 406** ————— Le numéro n'est plus en service/Niet langer verkrijgbaar
 Tarif appel local / Lokale kosten (No longer available.)

• **Česká republika** ————— **222 864 111** ————— **283 871 637**
 Po - Pa 9:00 - 17:00 Sony Czech. Po - Pa 10:00 - 18:00 Help Line
 Tarifováno dle platných telefonních sazeb. Tarifováno dle platných telefonních sazeb.
 Pro další informace a případnou další pomoc
 kontaktujte prosím www.playstation.sony.cz
 nebo volejte telefonní číslo +420 222 864 111.

• **Danmark** ————— **70 33 70 00** ————— **70 12 70 13**
 support@dk.playstation.com support@dk.playstation.com
 Man-fredag 15-21; Lør-søndag 12-15 Man-fredag 15-21; Lør-søndag 12-15

• **Suomi** ————— **0600 411 911** ————— **0600-411911**
 0.79 Euro/min + pvm 0.79 Euro/min + pvm
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 prix d'un appel local - ouvert du lundi au samedi *(0,34 Euro/minute)

• **Deutschland** ————— **01805 766 977**** ————— **0190 578 578***
 ** (0,12 Euro/minute) *(0,62 Euro/minute. Kinder und Jugendliche sollten vor dem
 Anrufen der PlayStation-PowerLine die Eltern/
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• **Ελλάδα** ————— **00 32 106 782 000**** ————— (No longer available.)
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 All calls charged at National Rate.

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 ל 17:00 בכל יום מלבד ימי שישי וערבי חג
 קווי התמיכה פעילים בין השעות 12:00

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 Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: (No longer available.)
 11,88 centesimi di euro + IVA al minuto
 Festivi: 4,75 centesimi di euro + IVA al minuto
 Telefoni cellulari secondo il piano tariffario prescelto

• **Malta** ————— **23 436300** ————— **23 436300**
 Local Rate. Local Rate.

• **Nederland** ————— **0495 574 817** ————— Niet langer verkrijgbaar.
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Customer Service Numbers



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• Norge	81 55 09 70 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15	81 55 09 70 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15
• Portugal	707 23 23 10** **Serviço de Atendimento ao Consumidor/ Serviço Técnico.	707 23 23 10* Custo de Chamada Local *Serviço de Ajuda para Jogos
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